

First Edition AD&D

UNOFFICIAL GAME ADVENTURE

BENEATH THE TEMPLE OF ELEMENTAL EVIL

By Joseph Bloch

A completely unofficial expansion to the classic adventure.
Let your players discover the eerie Temple of the Eye,
where the true god of Elemental Evil awaits,
desperate to escape into the world of men.



Introduction

This adventure module is presented as an expansion and embellishment of the classic AD&D adventure T1-4 The Temple of Elemental Evil, published by TSR, Inc. in 1985.

This module consists of a new dungeon level 5 that is located below the lowest dungeon level in the original module, as well as modifications to several existing areas. Based on statements that Gary Gygax made over the years, to the effect that it was always his intention to have a connection with the Elder Elemental God (as featured in both module G3 Hall of the Fire Giant King and D3 Vault of the Drow) with the Temple of Elemental Evil. The present work allows you to explore that possibility, and give your players the opportunity to either free or thwart the Elder Elemental God.

It should be noted that some view the mentions of Lolth in the original module as editing errors, claiming they should be read as references to Zuggtmoy. The present work disagrees with this conclusion, and attempts to integrate Lolth, the demon queen of spiders who is worshipped by the drow, as an active force in the Temple. Given her later connections to the Elder Elemental God, this seems appropriate.

THE UNKNOWN HISTORY OF THE TEMPLE

In the time before time, the great Oerth Mother, Beory, warred with a being that was even to them bizarre and alien, known as the Elder Elemental God. A creature ancient even by demonic standards, and with hordes of servitors from some still-unknown dimension, the Elder Elemental God was determined to rule over the Prime Material Plane.

The war ended with the Elder Elemental God shattered into pieces by the goddess Beory, who was repulsed by its inherently unnatural being. The shards of its being were the keys to its revival on the Prime Material Plane, and shrines were built by his followers around them, through which he could be summoned for a brief period to accept sacrifices and thus draw energy. All the while the Demon Queen of Spiders, Lolth took a special interest in seeing the Elder Elemental God remained sundered and imprisoned, as many of the

drow, whom she regarded as her own, had taken up the worship of the elder alien being.

Over the eons, the followers of the Elder Elemental God kept up their worship and offerings. But never was it able to summon enough power to escape its prison. And so, the eons passed. The Temple of the Eye which would one day lie beneath the Temple of Elemental Evil was forgotten, and ultimately sealed off by the shifting of the earth.

Unbeknownst to the demoness Zuggtmoy when the site of the Temple of Elemental Evil was selected, far beneath the surface lay a shrine to the real Elder Elemental God. The weird emanations of the place worked subtly on the builders of the Temple, who were drawn to the place unconsciously precisely because of its location. Indeed, the shrine is more than even that, as it truly is one of those places where the Elder Elemental God itself can partially manifest on the material plane.

With the power it was able to leech from the Temple when it was operating, the Elder Elemental God was able to force open a crack in his own prison and was close to usurping the fake temple and turn it to his own purposes. But then disaster struck. The Temple was overthrown, and powerful wards were set upon it to imprison the demoness Zuggtmoy. Those wards, however, had the inadvertent effect of blocking the possible ascension of the Elder Elemental God.

And so, it continued to wait, and plot.

USING THIS MODULE WITH OTHER PUBLISHED ADVENTURES

The present work is intended to be used with the original T1-4 The Temple of Elemental Evil, and requires that work in order to be played.

This work can also be used in conjunction with the forthcoming adventure module T6 Beyond the Temple of Elemental Evil (also published by this author under the Fan Content Policy), although it is not necessary to do so. There is nothing in the present work that requires or refers to the additional material in T6, although they certainly can be used together to embellish the original.

In 2001, Wizards of the Coast published an adventure using the 3rd Edition D&D rules, Return to the Temple of Elemental Evil by Monte Cook. The present work does not make use of that adventure, and does not work on the assumptions and changes to the original contained in the 2001 sequel, such as making the Elder Elemental God an aspect of Tharizdun, etc.

DMs who wish to do so may wish to either ignore the Tharizdun/EEG connection entirely, and simply have the followers of Tharizdun attempting to utilize the old Temple for their own purposes, unaware of the secret temple beneath it. Or, you may treat the EEG as a completely separate and self-aware (and self-contained) aspect of Tharizdun that, if allowed to escape, would use its powers to complete the awakening of Tharizdun (probably through the growth of its cult), bringing darkness to the world.

Honestly, the whole thing is probably best ignored.

Lastly, the present work establishes a link between the Temple of Elemental Evil and the giants/drow adventure series G1-3/D1-3. For further information on such connections see the forthcoming adventures D4 City of Spiders and Q2 Web of Souls, to be published by the present author under the Fan Content Policy.

CLUING IN THE PCS

It is entirely possible the PCs will never learn of the existence of the Temple of the Eye, let alone the secret of how to get there. While there are a few new clues presented below, the DM should feel free to guide the PCs to the ultimate destination by making very subtle and oblique references to its existence when and if divination spells are used by the PCs. It should not be the case that the PCs are simply told about its existence by some NPC, however. Remember that by its very nature, the existence of the shrine is unknown even to the leaders of the Temple.



Modifications and Errata

In the original published module, certain omissions and errors were made, corrections and additions for which are included below.

In addition, in order to integrate the new Dungeon Level 5 into the original adventure, some modifications to the descriptions of the original must be made. These are also included below.

The numbering below follows the numbering convention of the original module.

HOMMLET

13. WOODEN BUILDING WITH SHUTTERED WINDOWS (TRADING POST)

(Addition)

Rannos Davl also has a small idol of a black scarab with the inscription TZGY, which he keeps hidden in his quarters. The scarab will radiate both magic and evil if detected for, but is only useful in the Temple, area 419.

TEMPLE RUINS

10. DAIS AND THRONE

(Addition)

In addition to the functions of the throne as described in the original work, the throne can also be made to sink to level five of the dungeon (the secret temple of the Elder Elemental God, detailed below). A *wish* will accomplish this, but only if it is phrased specifically to do so (mentioning the Elder Elemental God specifically, saying "below the dungeons of the Temple," etc.).

The throne will also sink to the fifth level if the colored flagstones are trod in a different order – green, white, red, brown – and then the phrase "Elder Elemental God" is spoken. In either case, it will appear in area 501 (Dungeon Level Five).

Note that possession of the Golden Orb of Death will not reveal this second ability of the throne. This second function can only be discovered through the use of a *limited wish* or greater spell, or by reading the fragment of the Book of Nar in room 336.

TEMPLE DUNGEONS

210. OCTAGONAL CHAMBER

(Map correction. The stairs north of the north door, leading to area 227, should not be there; it should simply be a 30' corridor.)

(The first paragraph should read as follows:)

As one descends the stairs from area 148 (Dungeon Level One), further movement is blocked by another set of doors, identical to those which block entry to room 145, set in the north wall of this area.

(The eighth paragraph should read as follows:)

If the braziers are disturbed, they begin pouring out clouds of dense, choking smoke which fills 20,000 cubic feet of volume each round, continuing for 11-20 rounds. This vapor is heavier than air, and thus builds from the floor upwards. Treat it as a wall of fog, though each victim within it takes 5-8 points of damage per round from smoke inhalation. After ten rounds of outpouring smoke, any creature within the pit is teleported to the Air Node.

336. NORTH ROOM

(Addition)

In addition to the other contents of the secret compartment in Smigmal's locked chest is a small scroll tube some 5" long. Within is a bit of queer parchment. Though the language is Flan (and can be read by anyone with a knowledge thereof, or some magical means of translation), the text itself is obviously ancient. It is in fact a fragment of the Book of Nar, a hoary tome which describes many blasphemies surrounding the worship of the Elder Elemental God. This particular fragment reads:

"...the least shall be first, and the greatest shall be last, should you seek the Dread Master of the Primal Elements. Water, then air, then fire, then earth, each in its proper order, once and twice anon, then shall you call to the Elder Elemental God, and he shall hear you, and you shall come unto him, and tremble, and your soul shall be blasted in His blessing."

Smigmal's brigands discovered this in one of their recent raids. She has been deciding whether it is worth giving to Falrinth to increase her status with him, or to keep it for herself, should she figure out a way to use the knowledge to her advantage. She is not sure what the fragment means, exactly, but she is sure it has something to do with the Temple.

353. GREAT HALL

(Addition)

This chamber is in actuality a weird echo of the Temple of the Eye (see Level 5, below) and exists directly above room 503 (the Temple of the Eye). While creating their faux Temple of Elemental Evil, Zuggtmoy and Iuz deliberately played on what little was known about the iconography of the places of worship of the Elder Elemental God and incorporated them into the place of worship of the true masters of the Temple; themselves. Little did they realize that only a few dozen rods below them, the real thing lay hidden.



Dungeon Level Five

Deep below the lowest level of the Temple of Elemental Evil lies a long-forgotten shrine to the Elder Elemental God. Once a powerful nexus of the power of that weird alien being, it had long passed out of living memory when the foundations of the Temple were raised. Now, it is still a place where the ancient alien god can at least partially manifest on the material plane, and as such remains its best chance to escape its prison. If the wards in the temple above are removed, not only will Zuggtmoy be freed, but the Elder Elemental God will be but a step away from freedom itself.

Level Five is some 130' directly below areas 340-353 in the Temple dungeons.

ACCESSING THE SHRINE

There are two ways to enter the shrine:

- Using the alternative sequence (or a *wish* spell) to operate the throne in the Temple Ruins, area 10.
- Move through the Nodes of Elemental Evil in the following order: water → air → fire → earth → water → air → fire → earth. Upon activating the gate to the earth node the second time, the travelers will end up in room 501 instead.

It is worth noting that this is the only of the many Temples of the Eye that is inaccessible by mundane means. This will be significant in relation to the efforts by the followers of the Elder Elemental God to free him, as well as the efforts of the servants of Lolth to prevent it. See D4 City of Spiders and Q2 Web of Souls for the conclusion to this plot.

It also means the PCs are trapped here unless they find the teleporter in area 506.

ROOM KEY

501. RUBBLE-FILLED ROOM

This place is obviously ancient, and the air is filled with a flinty odor. The entire east wall has caved in, and any movement provokes ominous spills of tiny pebbles from the wall and ceiling. Doors to the

south and west have long ago fallen off of their casings, revealing darkness to the west, and a slight purple glow to the south beyond the doorways. Those walls which remain relatively intact are covered with faded murals in what was once brilliant colors, depicting some sort of great conflict between an amorphous being and the Flan goddess of nature, Beory, with armies of their followers, both human and inhuman, around them.

This area is directly beneath area 340. Although it seems as if the ceiling will collapse at any minute, that will only happen if it is directly disturbed (such as by poking at it with a ten-foot pole). Attempting to dig through the rubble on the east side will also result in a collapse; there is a cumulative 20% chance per minute of work that the whole room will cave in, trapping any who do not escape to rooms 502 or 505.

The throne in area 10 will descend to the northern section of this room if activated as described above. Similarly, those who enter come here by moving through the Elemental Nodes in the proper order

502. ANTECHAMBER

This square room is tidy, and the walls are decorated with bright abstract murals. The west wall is done in blues and greens, with languid swirls of yellow. The south wall is white and blue, with subtle tracery of silver that implies swift motion so well that it tricks the eye into creating the illusion that the image is moving. The east wall is decorated in reds, yellows, and oranges. The north wall consists of earth tones struck through with jagged seams of metallic golds, purples, and reds.

Set in the middle of the west wall is a pair of great bronze doors that swing inward towards you. Each door is embossed with a distinctive symbol; an equilateral triangle divided into three other triangles by three lines that meet in the center, in a "Y" shape. Each also has a large handle, also of bronze.

The PCs may well recognize the triangle symbol as the "eye of fire" used in the temple above. This was one of the further

appropriations of the Elder Elemental God's iconography by luz and Zuggtmoy. Its use here might lead the PCs to believe this place is connected to the temple above. The DM should not dissuade them from this inference, incorrect though it may be.

Anyone of an alignment other than chaotic evil touching the doors will cause the defenses of the room to activate. Each round for 2d4 rounds after the doors are touched, one tentacle will emerge from each wall, so on the first round there will be 4, on the second round 8, then 12, etc. Each tentacle will attack the closest creature that is not already being attacked by a tentacle. Tentacles attack as 3 HD creatures, are 15' long, are AC 0, and have 30 hit points. Non-edged weapons do only half damage due to their rubbery texture. Tentacles will bear the color of the wall whence they emanate, and do damage as follows:

- Blue/green (water) does 2d6 points of damage, and on a natural 20 will force its way down the throat of the victim, drowning it in 1d3 rounds.
- White/blue (air) does 1d10 points of damage, plus an additional 1d4 points of cold damage.
- Red/orange (fire) does 3d6 points of heat damage.
- Earth tones (earth) does 5d4 points of damage

The tentacles will appear any time the door is touched. They will not, however, follow the PCs out of the room.

The doors can be opened by a combined strength of 40. Doing so will immediately alert the Servant of the Eye in area 505, which will come to investigate.

503. TEMPLE OF THE EYE

A strange purple luminescence fills the air, with swirls that remind you of mist, but which seem too insubstantial to be anything but pale light. It is difficult to accurately gauge distances in this room, as your vision tends to slide off of any surface without a great deal of concentration, giving a sense of vertigo.

The eastern section of the chamber is cut off from the rest by a series of small pillars some 3 feet in height. The floor here



is of red and black hornblade stone, while the pillars are of obsidian. Beyond, the floor seems to melt into deep purple porphyry, while the massive pillars that run down the center of the chamber are of green serpentine.

The walls to the left and right are covered with faded murals, and there are tantalizing hints of weird forms at this end of the room, but it is impossible to see the full contents clearly from this side of the small pillars. At the far end, a small dais holds what looks to be an altar and other ritual objects, but details are difficult to make out from here.

This area is directly beneath areas 352 and 353.

The small 3' pillars radiate a mild sense of fear in a 2' radius, and it is not possible to pass between them without making a saving throw vs. spells (with a +3 bonus). If one of the small pillars is touched, the creature doing so must make another saving throw (with no modification) or flee in panic for 1d4 rounds. The Lesser Servant of the Eye from area #505 will not pass the pillars under any circumstances.

Once beyond the small pillars, more details will become apparent.

The details of the murals are now apparent. They show a trio of vaguely squid-like beings who are surrounded by a variety of different humans and humanoid creatures, who are crawling in absolute obeisance towards them. The squid-like beings have ten hairy tentacles and have skin mottled in various shades of purple, mauve, and violet.

You feel a vague sense of unease, but it is difficult to pinpoint its source.

The large obsidian pillars reach from floor to ceiling, and are some 5' in diameter. They lead to a series of three stone steps. On the first step is a round drum to the left, and on the right a series of nine silvery tubes hanging from a bronze frame. On the second is a huge square altar of some weird stone which is both porous-looking and dull rusty black in color. It is flanked by a pair of vertiginous bronze braziers, and they by a pair of candelabras with nine candles. Both the braziers and candles are long dark, but some sort of fuel appears in the braziers, and the candles can still be lit. On the third step is a black metal triangle and cylinder, hanging from chains in the ceiling.

This is the ritual paraphernalia of the Elder Elemental God. If the altar is simply touched in this state, either by living flesh or by some object, it will begin to fade in color, becoming paler and more translucent for three rounds, until it has turned a translucent amber with a dark and undulating amorphous center, which will last for 5-20 turns. In this state, if it is touched again, the creature doing so will be paralyzed (no save) for the duration of its transformation.

In its translucent amber state, the altar is now primed. If the drum is struck, the chimes are rung, and the metal triangle struck with the tube while in this state, a glowing golden eye will form in the writhing darkness in the center of the altar.

If the tentacle rod from area 504 is *not* present when this occurs, any creature seeing the eye in the altar must roll 1d12:

- 1 Death
- 2 Insanity
- 3 Rage (they will attack the other members of the party with great savagery)
- 4 Become overwhelmed with fright, and lose 50% of their Strength
- 5 Become magically aged 1d20 years (50%) or lose 1d20 years of age (50%)
- 6-12 No effect, as they were able to avert their gaze in time

The insanity, rage, and fright effects can be reversed by the application of a remove curse spell.

If, on the other hand, the tentacle rod *is* present, a facet of the Elder Elemental God will be summoned. First, the altar itself will become as a translucent bloodstone, black-red in color. The eye in the center of the altar will be fiery red-orange and veins of purple will streak through the black mass in which it sits. A thick, glistening purplish tentacle will come out of the altar and grab the nearest living creature, which will be drawn into the altar itself, and utterly destroyed (the tentacle can reach as far as needed to do so). Not even a wish will be able to restore a creature so consumed by the Elder Elemental God. Usually this will be a sacrificial victim who has been put on the altar and rendered paralyzed as noted above. In its place will be the single item

that the PCs want most, or the key to attaining their utmost desire.

After such, the altar will return to its grey-black porous form in but a single round.

If anyone attempts to summon the Elder Elemental God more than once in a 24-hour period, it will respond as follows (roll 1d12):

- 1 1d4 tentacles will emerge from the altar and grab sacrifices, but no boon will be granted
- 2 Everyone's fingers become fused together, -2 DEX, -2 to hit, unable to cast spells with somatic components
- 3 Everyone in the chamber will have every ability score raised by 1 permanently, which can go beyond race limits
- 4-12 No action

504. SECRET CHAMBER

It is obvious no one has entered this chamber in a very long time. The ruins of a wooden table and chairs dominate the room, while ancient black robes, now faded grey, hang on three pegs on one wall. A large stone chest is on the floor near the north wall, seemingly still intact.

The robes will disintegrate into dust at a touch. Anyone who approaches the chest will come under attack by the ghost of the last high priest of the Elder Eye.

Ghost: AC 0 (material plane) 8 (ethereal plane), MV 9", HD 10, hp 66, #AT 1, D Age 10-40 years, SA cause panic, magic jar, SD ethereality, silver or magic weapons to hit while semi-material; XP 4,974

The ghost will first attempt to magic jar any spellcasters in the party, starting with magic-users, then clerics, druids, and illusionists, in that order. If that attack fails, it will semi-materialize directly over the chest, attempting to drive away intruders with panic and aging. Note that clerical undead turning will only serve to drive the ghost into the ethereal plane for 1d6 rounds before it returns again.

The chest is neither locked nor trapped, and contains a small box with 99 gems of



fancy or greater value, a suit of plate mail +2, a lesser tentacle rod, a hematite ring with the Eye of Fire rune carved on it (actually a ring of tentacle rod control), and a scroll of protection from acid.

505. CAVERN OF THE LESSER SERVANT

This natural cave is illuminated by a purplish phosphorescence emanating from its stone walls. Stalagmites and stalactites form vaguely blasphemous and obscene shapes, and the shadows they cast upon the cave walls form even more suggestive and disturbing shapes. The floor is sandy.

This chamber is the home of one of the last Lesser Servants of the Eye left on the Prime Material Plane (see Appendix A for details). The Servant has orders to protect the Temple of the Eye, and if the door between areas 502 and 503 is opened, it will become aware and will move to investigate.

Normally the Servant will have wrapped itself around some of the stalactites, nearly invisible in the shadows. Close examination of the ceiling will reveal a large, glistening mass of what appears to be flesh, but aside from an occasional quiver, it will remain unmoving unless

attacked, in which case it will lash out with its tentacles in self-defense.

Finally, if the PCs ask, the Servant does resemble the creatures in the murals in Area 503, but its coloration is wrong. It is impossible to tell scale in the murals, but it does seem somewhat smaller than the representations.

506. SMALL CAVERN

This small cavern is in darkness, as the walls lack the phosphorescence of the larger cave. Only the weakest light penetrates, giving a rough idea of its size, but not what might be within.

This cave appears to be empty on first inspection. Only a successful secret door check will find the faint inscription on the east wall; a round seal approximately six inches in diameter carved into the surface of the wall. The seal shows a circle with a horizontal line crossing it, with the line extending to the right and ending in an arrow shape. The seal seems to turn up to 180 degrees clockwise, but nothing happens if this is done. However, if the seal is then turned 180 degrees counterclockwise (back to its original starting position), any creature in the cavern

is teleported to the surface, arriving on a hilltop four miles due south of the village of Hommlet. When the shrine was abandoned, the last man out activated the teleporter, and no one was left to reset the mechanism.

507. COLLAPSED TUNNEL

The natural tunnel starts to gently rise upwards while curving to the left. However, after only fifty or sixty feet, it appears completely caved in.

Centuries ago, this tunnel connected with other tunnels and caves beneath the Kron Hills, and afforded the worshipers of the Elder Elemental God a means to access this shrine. It has since collapsed, meaning there is no way to physically access the Temple of the Eye. The blockage is at least one hundred feet long, and any efforts to clear it will result in further cave-ins.

THIS ENDS “BENEATH THE TEMPLE OF ELEMENTAL EVIL”

Concept, text, and cartography: Joseph Bloch

Servant of the Eye illustration: Nick Kranc, used with permission



Appendix A: Monsters

SERVANT OF THE EYE, LESSER

FREQUENCY: Very rare
NO. APPEARING: 1
ARMOR CLASS: -3 (body) 0 (tentacles)
MOVE: 18"// 24"
HIT DICE: 9 + 4 (body), 30 hp (each tentacle)
% IN LAIR: Nil
TREASURE TYPE: Nil
NO. OF ATTACKS: 10
DAMAGE/ATTACK: 1d8+1
SPECIAL ATTACKS: Strangle, crush
SPECIAL DEFENSES: + 2 or better weapon to hit, tentacles take half damage from non-edged weapons
MAGIC RESISTANCE: 20%
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: L (body 15' long, tentacles 20' long each)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

LEVEL/XP VALUE: X / 2,400 + 14/hp

Servants of the Eye are horrors from beyond the regular boundaries of the multiverse, having come to the Prime Material Plane with their master, the Elder Elemental Eye (also known as the Elder Elemental God). They live only to serve the Eye, and without its active presence to guide them, descend into either listlessness (20% chance) or homicidal savagery (60%). Some few (20%) will have received a simple and obeyable order prior to the final overthrow of the Eye, and will still be following that instruction millennia later. Those carrying a lesser or greater tentacle rod are able to control Lesser Servants of the Eye.

A Servant will attack with its ten cilia-covered tentacles, and is capable of attacking ten different targets if needed. Each tentacle is 20' long, and only takes full damage from edged weapons. If a single tentacle hits a humanoid creature with a natural 20, it will wrap itself around the neck and proceed to strangle the victim, killing them in 1d4 rounds in addition to regular damage done (no further to hit roll is needed). Only one tentacle can strangle the same target at the same time. If two or more tentacles strike the same target, the servant will crush it, causing automatic damage from both tentacles until either the target is dead or one or all tentacles crushing the victim are destroyed.

Servants regenerate all lost tentacles within 1d12+11 hours.

Lesser Servants of the Eye are vaguely squid-like creatures with ten hairy tentacles. Their slimy flesh is black and red. They move remarkably swiftly on land for all their bulk. They lack skeletons, and can flatten their bodies to pass through spaces as small as 2" in height and 2' in width. They can also climb walls and ceilings as easily as moving across a floor. They do not speak, but have a latent empathetic ability that allows them to understand most simple instructions.





Appendix C: Magic Items

RING OF TENTACLE ROD CONTROL

These rings are all made of hematite, and are engraved with the split-triangle rune of the Elder Elemental God. The ring allows the wearer to wield either a lesser or greater tentacle rod. It is worth 500 gp.

TENTACLE ROD, LESSER

This is a ritual weapon of priests of the Elder Elemental God. It has a 2' long handle topped by 3 purple rubbery tentacles of the same length that seem to move on their own when the rod is held. The wielder can strike with the rod in melee, but does not roll to hit. Rather, each tentacle strikes as a 3 HD monster, and does 3 hp of damage if it hits. If all three tentacles hit the target, double damage (18 hp) is done. The rod cannot strike more than one target. Only someone wearing a ring of tentacle rod control can wield the rod; otherwise the tentacles will simply flail around aimlessly.

TENTACLE ROD, GREATER

This is a ritual weapon of priests of the Elder Elemental God. It has a 2' handle topped with 6 purple rubbery tentacles of the same length. The wielder can strike a single target in melee with the rod; If at least three of the six tentacles hit, the target is numbed for 6 rounds (-3 on all to hit rolls, half movement rate), and will permanently lose 1 point of dexterity.





Appendix C: Other Temples of the Eye

There are Temples of the Eye scattered across Oerik, all centered around various fragments of the Elder Elemental God, who was cast down and scattered by Beory, the Oerth Mother. It should be remembered that although there is a significant cult dedicated to the Elder Elemental God among the drow of Erelhei-Cinlu, the worshipers of the god can be found among all races, and in many diverse places.

All Temples of the Eye follow the same overall layout and décor. Colors are in shades of dark red, purple, and black. Some means of segregating different types of worshipers, or the worshipers from the priests, will be present. The whole will radiate a sense of ill-ease and nervousness. Columns, if they exist, will often (50%) exhibit some sort of magical power. There will always be the same stone altar, which is in actuality a shard of the Elder God himself, as well as his prison.

The altar service of the Temple will always be the same; nine candles and two braziers (representing fire), a round drum or other percussion instrument (representing air), nine chimes or bells hanging in a square shape (representing water), and a triangle of metal (representing earth) with a tube, used to strike it. The details may differ, but these elements will be there in one form or another.

The general pattern of the ritual of offering to the Elder Elemental God is thus:

1. The priest (with a tentacle rod) touches the stone altar, sending it to its translucent state
2. A sacrifice is placed on the altar, paralyzing it
3. The candles and braziers are lit, the drum is beaten, the chimes are sounded, and the triangle is struck.
4. The Elder Elemental God manifests through the altar, seizing the sacrifice with a tentacle; if no such sacrifice is present, the priest will be taken

The effects below describe what happens if the normal ritual routine is not followed in specific ways.

To assist the DM in creating other Temples of the Eye for his or her campaign, the following tables are included. See area 503 for an example of how to apply them.

The DM, of course, is encouraged to come up with unique effects as well.

EFFECTS OF PILLARS

Choose 1d3 effects.

Die Roll	Pillar Effect
1	Mild fear effect in 2' radius (save vs. spells with +3 bonus)
2	If anyone moves between two pillars, they take 2-8 hp of electrical damage (double if wearing metal armor)
3	Repulsor field will push back any creature coming within 2'
4	Darkness in a 5' radius
5	If anyone moves between two pillars, they animate, crushing the creature doing so for 2-12 hp of damage
6	Pillars are invisible, but still have any other effects
7	Wall of force (per the spell) between the pillars; if they do not touch the ceiling, neither does the wall of force
8	Pillars create strong magnetic field; any metal (including armor) that comes within 2' will be stuck, requires a bend bars/lift gates check to free
9	Pillars radiate great heat; anyone coming within 3' takes 1d3 hp, doubled for those in metal armor on the second round
10	Touch causes fear: save vs. spells or flee in panic

EFFECTS OF SEEING THE EYE IN THE ALTAR

This happens if the altar is touched without the presence of a tentacle rod. Create a d12 table by choosing 1d6+1 effects from the list below. The remaining slots on the d12 table are no effect.

Die Roll	Effect
1	Death
2	Insanity*
3	Rage (they will attack the other members of the party with great savagery) *
4	Become overwhelmed with fright, and lose 50% of their Strength*

Die Roll	Effect
5	Become magically aged 1d20 years (50%) or lose 1d20 years of age (50%)
6	Become magically aged 1d20 years
7	Magically lose 1d20 years of age
8	Fall into a coma for 1d6+1 days
9	Alignment permanently changed to chaotic evil
10	Wracked with intense pain (-4 to hit and -2 dexterity) *
11	Bones turn to soft cartilage, unable to move or speak clearly, -10 strength (min.1)
12	Reduced to a permanently catatonic state
13	Eyes melt, permanent blindness results, cure blindness will not work, but regenerate will
14	Lose one experience level
15	Rendered dumb for life; cannot speak at all (including spells with verbal components, command words, etc.)
16	Become ethereal, will be stuck that way unless you have a magical means of returning; to everyone else it appears that you simply disintegrated
17	Turned to stone
18	Lose 50% of your hit points, permanently; new hit points can be added by gaining levels, as per normal
19	Completely encased in a crystalline box, in stasis; only a blow from a +4 weapon will shatter the crystal and free you, but the weapon will be destroyed in the process (what is needed to break the crystal must be discovered through research, divination, or trial and error)
20	Become six inches tall

* Remove curse will remove the effect



EFFECTS OF A SECOND ATTEMPT TO SUMMON THE ELDER ELEMENTAL GOD

Offerings to the elder Elemental God can only be made a maximum of once per day. Create a d12 table by choosing 1d4+1 effects from the table below. Only one beneficial effect should be used. The remaining slots on the d12 table are no effect.

Die Roll	Effect
1-4	1d4 tentacles will emerge from the altar and grab sacrifices, but no boon will be granted
5	Everyone's fingers become fused together, -2 DEX, -2 to hit, unable to cast spells with somatic components
6	Everyone in the chamber will have every ability score raised

Die Roll	Effect
7	by 1 permanently, which can go beyond race limits
8	Everyone goes blind
9	Everyone's feet become anchored to the floor*
10	Everyone becomes sensitive to sunlight (as if a drow)
11	Everyone gets a 10% magic resistance
12	Everyone gets a permanent -1 penalty to all saving throws
13	Everyone immediately contracts 1d3 diseases and 1d3 parasitic infections (see DMG p. 14)
14	Everyone's alignment is permanently flipped to the opposite (for true neutral, roll randomly; LE, CE, CG, LG).
15	All precious metals in the area (except the altar service) are turned to lead, all gems to glass

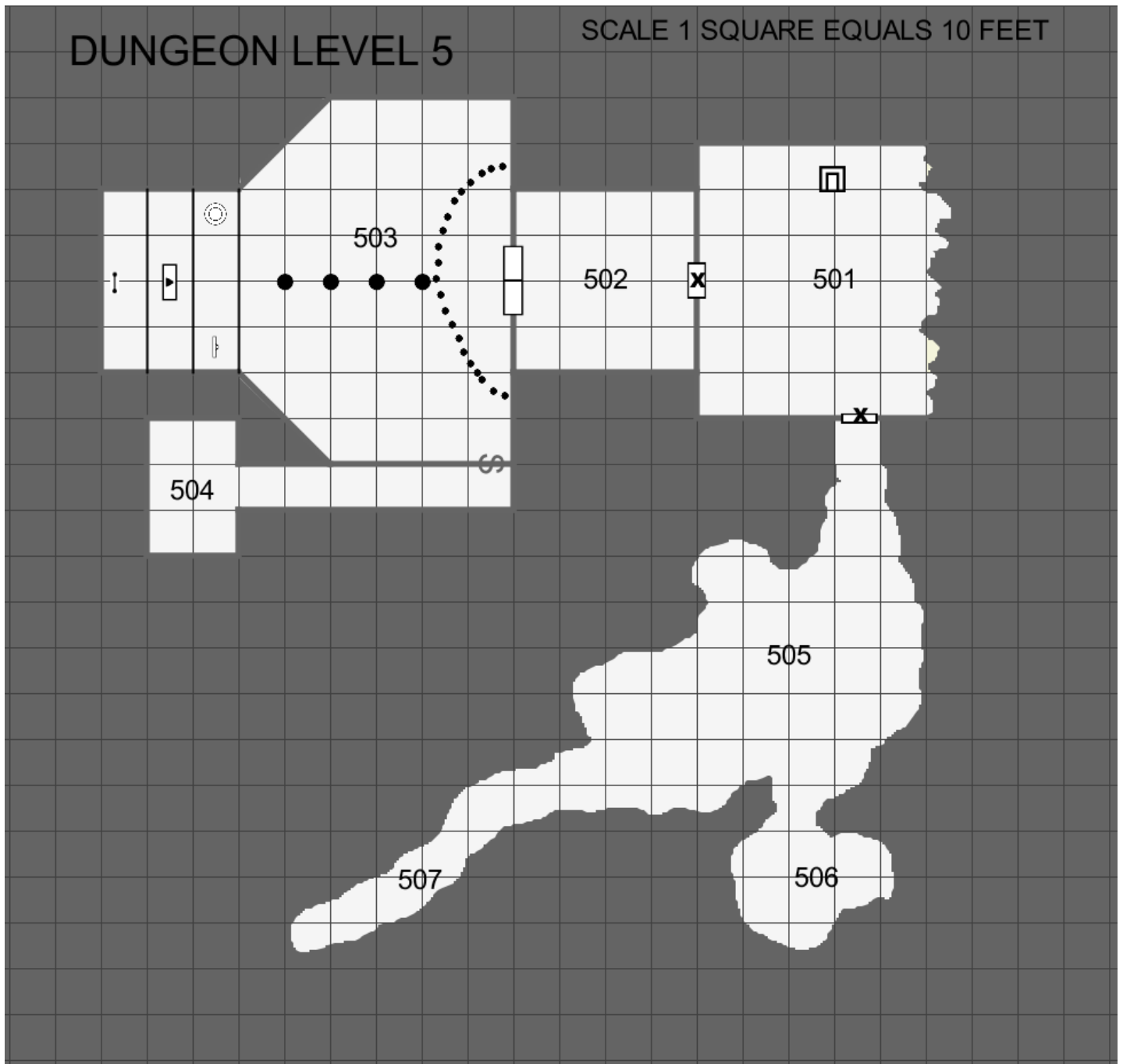
Die Roll	Effect
15	Everyone is reduced to 1 hp (can heal to regain lost hp normally)
16	Everyone in the room has all ability scores permanently lowered by 1, to a minimum of 3, racial limits do not apply
17	Everyone suffers a permanent -2 on all saving throws of a particular type (roll randomly for each person effected)
18	Everyone has all wounds healed
19	Everyone's maximum movement rate is permanently reduced by 3"
20	Everyone falls madly in love with someone else in the room; but no two people fall in love with one another

* Remove curse will remove the effect





Maps



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